Definitely not tekkit guide

As you may have noticed, I've always had a passion for Technic and Tekkit. I started reading up on it, but got lost very quickly because there are so many mods to read up on, and many things to cross-reference and so on. So I have to ask: is there a tutorial for technical / tekkit or like some kind of beginner's tutorial? This is a guide to help players get started in the Tekkit Classic, using the IndustrialCraft2 mod. Players who need help doing the Vanilla process should go to this site. Note that the wiki uses versions after 1.2.5. There is a complete summary of some important mods made by Harrypee. If you have questions, please contact me. -malsf21 (talk) 05:02, April 17, 2015 (UTC) IndustrialCraft 2 Mod IndustrialCraft2 is a great place to start the Tekkit experience, and a major reason for this is Macerator. It doubles almost all of your ores. Although, to understand IC2, you need to understand a few concepts: Keywords you need to know for IC2 IC2: The abbrieviation of IndustrialCraft2. Tick (t): Ticks are measurements of the Minecraft world. It is up to an updated block, and is constantly used as opposed to seconds (20t = 1s). It is used in most measurements, such as EU/t, MJ/t etc Chunk: Chunks are segments of the Minecraft world. Each Chunk is a rectan ordangular 16 by 256. A player inside a Chunk will load chunk: a player very far from chunk will let it unload. Understanding blocks is very important when building large-scale buildings or nuclear reactors. Electricity Unit (EU) : EU is the electricity measurement in IndustrialCraft 2. It's very important. The machine both produces and uses it, and even some armor, tools, and weapons. Proceed with EU cable requirements. Like real electricity, too much of the EU causes an explosion! EU-in-realtime is measured in EU/t (Power Unit/Tick). Package (p): The package is a voltage measurement. The packets are measured in EU/t. The packets can be changed with a Transformer. There are 5 packages: UV, which goes up to 5 EU/t and uses Ultra-Low-Current Cable, LV, which goes up to 32 EU/t and uses copper cable, MV, which goes up to 128 EU/t and uses gold cable, HV, which goes up to 512 EU/t and uses fiberglass cables, and EV, which go up to 2048 EU/t and use HV Cables. Voltage (UV, LV, MV, HV, EV): Like the real world, too much electricity can explode a system. Therefore, the voltage needs to be carefully managed. There are 5 voltages, each with their own cable. To change, voltage, one must use a Transformer, which changes the package size of an electric current, but not the actual amount of electricity. To start with Tekkit, you need to survive a few nights. Wiki Minecraft has articles about that, so I recommend going and checking those articles. Mining Tips To build great contraptions, loads of resources are needed. Mining is very important to get these resources. Vanilla ore such as iron, redstone, Lapis Lazuli, gold and diamonds should Exploit. There will also be from different mods. IndustrialCraft2 features copper, used to make cables, and Tin, is used in the construction of many different items. There is also uranium, which is used to power nuclear reactors. RedPower2 has Nikolite, Tungsten and three Gemstones (Ruby, Sapphire and Emerald). Mining Priorities: Iron/Copper/Coal/Cobblestone/Redstone Diamond/Tin Gold Lapis Lazuli All other ores Are encouraged not to melt any ore that is currently unnecessary, as Macerator doubles all ore! Rubber tree A rubber tree. Note the 3 leaf blocks at the top: Here's how you find and recognize them. Now, it's time to find rubber, through rubber trees. They are easily recognizable by the duller color of the leaves, the darker wood color and the tower of three blocks of sticky leaves on the head. When found, try breaking the leaves for seedlings. Then look for Sticky Plastic. It looks like a brown spot on the tree. Treetaps are used to harvest sticky resin from rubber trees Once you have crafted a Treetap, use it (by right click) on the resin. Once all the plastic is collected, melt the plastic. It turns into a rubber. Use coal instead of coal. Coal is renewable: Coal is not (yet). Like Ores, only melt sticky plastic as needed. One IC2 machine, squeezed, three sticky plastic heads! Any rubber trees collecting young trees should be replann planted. They can develop more sticky plastic spots. The basic items Copper Cable Copper Cable is the basic item necessary to transfer the EU from one machine to another. They can only carry 32 EU/t, so don't output more than that. They're going to explode!!! Refined iron refined iron is a very important items in IndustrialCraft. It is created by melting iron. You'll need a lot of it. It is the basis for most IC2 machines, items and tools. Machine block Almost every machine needs a Machine Block. They are created by placing 8 Refined Iron in an O. Put machine block in the machine mesh for back 8 refined iron, making it a convenient storage for refined iron. The Chess Flag is the holy grail of greasemonkey. The flag allows you to safely remove the machine, change the head of the head, and more, all by right-clicking. Be sure to use a checkered flag, as not using one can cause your computer to disappear! Anything with a machine block or EU stores should be removed with a flag. Making, storing and transmits EU generators To power machines, we need the EU. The EU is made by EU Generators, all relying on basic generators. Generators produce EU by burning flammable things (anything that burns in an oven). Place the items in the bottom slot to burn the items for fuel, while placing the items in the top position of the item charge. Remember to use the checkered flags to get rid of them! BatBox Now you have generators, but the EU needs to go somewhere. Put a Batbox next to a generator that will give you somewhere to put all the EU. store electricity when there is an adjacent generator / copper cable provided EU. It results in EU EU exit small orange dots, transfer the EU via copper cable. Use the checkered flag to remove it, or to change the position of the orange dot. RE Battery You will notice that RE batteries are a popular material in both BatBox and Generator. They are useful, for two reasons: They are popular building materials They store up to 10,000 EU. RE EU storage batteries, like a real battery. To charge, place it in the Generator Charging Slot. To discharge it into a computer, place it in the Burn Slot of a machine/energy storage device. Right-clicking with it also instantly charges all the power tools in your hot bar. These basic machines run on the EU, although they make everyday Vanilla chores easy. Removing these machines requires a flag. Do not use a flag that gives you a machine block. These machines can only take in 32 EU/t (Copper Cable). Anything higher will make them EXPLODE! While placing the sticky plastic in a furnace only brings a rubber, but placing the sticky plastic in an Extracor outputs three rubbers. Now, making rubber was much easier. It even turns rubber wood and rubber leaves into rubber. This machine can be upgraded to centrifumente extracter, making work faster with less power. Upgrades can be used with squeezing. Macerator The Macerator is a great tool for mining. Placing any Ore in its top position turns it into TWO dust of the same type, which can then be melted/condensed into ordinary ingots. This does not apply to Tungsten Ore. It is also possible Macerate Than, which is useful later in the game. Macerator can be upgraded to a Rotary Macerator, which awesomely can automatically do stuff for you. Macerator accepts the upgrade. Electric Furnace Electric Furnace is a MICRO CIRCUIT machine that uses the EU to melt items, rather than fuels such as coal or wood. Unlike a Vanilla furnace, electric furnaces do not waste the EU. So once the work is done, no longer the EU is used. It can be upgraded to an indiment oven, which does the job a lot faster. It can be faster with upgrades. Electric Oven Compressor/Recipe Air Compressor is a handy machine that allows you to turn charcoal into diamonds. So now, you don't have to go mining for Diamonds. The process is simple: Macerate coal to produce dust coal Craft 8 dust with Flint to make a coal ball. Place the charcoal ball in the air compressor to make a compressed charcoal ball. Craft 8 compressed charcoal balls with either Obsidian, brick or an iron block to make a chunk of charcoal. Compress your chunk coal... and bring a diamond. Impressive. The compressor can be upgraded to a peculiar compressor. It can also be upgraded with upgrades. Miners Miners really do all your mining for you. Provide it with power, a mining drill, a scanner and some mining pipes that allow it to dig down the earth, and grab all the toys you need! The pipeline is even reusable, as given drilling the pipes back. It puts everything in an adjacent chest. Mining Pipe: Pump pumps take out liquids, and put them in When supplied with energy and buckets, it will suck any liquid just below it, OR, if connected to the Miner, any lava encountered by miners. It can also automatically generate snowballs if placed next to an adjacent Compressor. Natural energy These machines are sources of the EU that do not run on restricted materials such as coal. These machines also require a game of chess to remove. Wind Mill A good natural energy source (energy generated using natural and sustainable sources) is wind mill, as it is quite cheap, and generates a reasonable amount of energy, mainly depending on location. Wind Mill's EU production is calculated as follows: Average generation: 250 EU x (Layer Placed ON - Obstructions) Minimum generation: 1 EU x (Layer Placed On - Obstructions) Maximum generation: 1000 EU x (Layer Placed On- Obstructions) Obstructions are anything that penetrates the 9x9x7 area of the Wind Mill, or four extended blocks on each side, except three for the top and bottom. Water Mill Water Plant, as its name titled, runs on water. There are two methods to use Water Mill. Place a bucket of water in the bottom slot (1 EU/t) Put it underwater. (0.1 EU/t per adjacent waters) This makes water mill great for early use and can then be automated by RedPower 2. Solar panels A single solar panel produces 1 EU/t in daylight. It totals about 13050 EU a day, although it does not work during the night. Unlike Wind Mills/Water Mills, they can be placed adjacent to each other. They can be upgraded to Solar Arrays (Low, Medium and High Voltages), which will provide 8 times more power per mark on each floor. - 8 EU/t - 64 EU/t - 512 EU/t Since copper cable cannot handle MV/HV Array, upgrades are needed. Fiberglass cables are most recommended, because it can carry a voltage of 512 EU/t and will only take 1 EU per 40 blocks. They are also quite expensive, using 1 diamond for 6 of them. When using an array of medium-sly solar energy, you will need an MFE unit, which stores 600,000 EU. This requires 4 energy crystals to build up. Energy crystals, like RE-Batteries, store the EU. A high voltage array would require an MFS unit (or MFSU), which can store up to 10 million EU. Wow. The transformer You may notice that there are many different cables. In order for them to be used in combination, Transformers must be used. LV LV LV Converter allows you to convert LV voltage into MV or vice versa. The cable that touches the side of a dot is for LV-Voltage; Three-Dotted Side for MV-Voltage. The orientation of the Three Dots can be changed by The Flag. MV Transformer The TRANSFORMER MV allows you to convert the MV voltage into an HV, or vice versa. The cable that touches the side of a dot is for MV-Voltage; the third side of the dot is for HV-voltage. The orientation of the Three Dots can be changed by The Flag. HV HV Variable Machine allows you to convert HV voltage to EV or vice versa. touching a side dot is for HV-Voltage; three dots is for EV-Voltage. The orientation of the Three Dots can be changed by The Flag. Upgrade There are three types of upgrades: The Overclocker Upgrade Overclocker upgrade is an upgrade that speeds up machines, but uses more EU. Not all machines can accept them: only the processor (something lost in an item, then spit out differently) can use them. Examples include Macerator, Charging Bench or Singularity Compressor. It is located on the right side of the processor. Each Overclocker reduces processing time by 30% and EU consumption by 60%. Although, if EU consumption is too high, it is necessary to upgrade energy storage to keep up with demand. Pulse-locked machines cannot exceed one operation per tick, so adding more than that is useless. Usually, 8 over-pressing is enough, as it does not need to upgrade energy storage, but runs the machines 8 times faster. Upgrade Transfomer upgrade transformers actually work like a Transformer: each upgrade increases the number of EU machines that can take in before booming. It increases the acceptable voltage by one. i.e. a grater can only lose LV voltage: two more variable upgrades allow it to have LV/MV/HV voltage in. Remember to put your transformer upgrade before you start power: not doing so will cause an explosion. Upgrade energy storage Upgrade energy storage increases the amount of energy that some machines can store. Although it does not work on BatBoxes, it works on charging benches, as do all other Processors. It increases EU hosting by 10,000 per upgrade. Topics are not necessary at all; they are used only when too much overcimation is used, so the energy consumption is higher than the maximum EU dedicated to an operation. It also increases the number of EU a Charging Bench can host. Basic Electric Armor There are a variety of utility armors available in Tekkit. Most of them use the EU, and some of them make it. Solar Helmets First you will need to manually be a solar helmet. It generates 1 EU/t, equivalent to a Solar Panel. It is useful when using jetpack power, as you can extend the amount of time you need to fly around before charging! Solar helmets can be used to charge BatPack, LapPack or Jetpack power. The BatPack BatPack is a portable energy device worn as a chest plate. It has a storage capacity of 60,000 EU, equal to 1.5 BatBoxes. It can be used to charge a variety of portable power tools such as electric treetap, electric chess, electric hoe, mining drilling, and sawing. Jetpack Electric Jetpack Power is a simpler alternative to jetpack fuel, using the EU to push players into the air. It can be supplied enough using solar helmets. Static Boots Static Boots are similar to Solar Helmets where they can recharge BatPacks, LapPacks or Electric Jetpacks. however, they are much slower, produce 1 EU for every 5 traveling blocks. Now, you've got your handy BatPack. But what do you do with it? It? Tools that help you with daily vanilla activities. They do not consume endurance: instead, they consume the EU. Chainsaw Other than Jason's favorite weapon, Chainsaw has many uses. First, it acts as an electric axe, chopping down trees using the EU. Secondly, it acts as a Power Cut, which allows you to cut sheep, cut leaves, and knock down cobwebs. Finally, it acts as a GREAT zombie killer. It can be charged by a BatPack, LapPack, RE-Battery, any EU-Storage device, and a generator. Electric chess Remember that the chess we made earlier? Now, you can make an EU version! It can be charged by the same items a Chainsaw can. It even has Lossless mode (M), so your machine never breaks! Electric Treetap Like electric chess, the electric treetap is basically a Treetap on the EU. Electric Hoe Just like electric chess, Hoe Electric is a vanilla Hoe on the EU. Mining Drilling Drilling is a combination of Iron Hoes/Shovels running on the EU. It is also used in miners. It can be upgraded to Diamond Drill, which acts as Diamond Pickaxe, allowing it to drill Obsidian. Nano Saber Nano Saber is an electric sword. While Nano Saber is useless when turned off (it's not a heart, though, and it consumes no EU), when on, it tops 10 hearts of damage, despite the EU's tonne consumption. It can kill someone wearing NanoSuit armor. This formula requires carbon sheets, which are made using coal dust to craft raw carbon fibers to make raw carbon mesh, which is then compressed. It also requires advanced alloys, which are made by compression of mixed metal ingots. Advanced Electric Armor All these armors are the ultimate game: they require a lot of resources, but save you in the long run. The LapPack LapPack is an upgrade to the BatPack, with an energy storage capacity of 300,000 EU compared to the BatPack's 60,000, which is equivalent to half of an MFE unit's storage capacity. It has the same uses as the BatPack, but with more storage space. NanoSuit Armor NanoSuit Armor is an armor consisting of: NanoSuit Helmet: NanoSuit Body Armor: NanoSuit Leggings: NanoSuit Boots (Reduce Fall Damage): When this all-in-one suit is put together, it denies 90% of all the damage done, which really helps when in the Nether, in Lava, or in The End. NanoSuit Armor can be upgraded to QuantumSuit Armor, denying 100% damage, with more bonuses. The NanoSuit can be charged in MFE/MFSU or MK2 and MK3 charging benches. QuantumSuit Armor QuantumSuit Armor consists of four parts: QuantumSuit Helmet: QuantumSuit Body Armor: QuantumSuit Leggings: QuantumSuit Boots: QuantumSuit Armor is an upgrade of NanoSuit Armor. It's totally antholy. First, it denies 100% of all damages done, while it is charged. Second, the helmet loads your hunger bar, breath underwater, and treats the poison, at a EU. Leggings, while holding CTRL, allow you to sprint super fast. Holding CTRL while jumping allows you to go up to 9 blocks high. QuantumSuit Armor can only be charging in MFSU or Charging Bench MK3. It requires Iridium sheets, made from a mass fabricator. Advanced Machinery Once you have your beautiful little house, its time to get real industry. These machines are either upgrades of the previous ones, or super cool new ones that can change FOREVER games. Use a key to remove these guys. Centrifu breaker extractor is a souped-up version of Extractor. Firstly, it can handle 3 ITEMS AT A time!!! Although, it takes time to build M/S. A low M/S doesn't bode well for the time, but when it touches its non-upgraded maximum (7500 M/S), it handles a whopping second per rubber. One second. Upgrading it with Overclocker Upgrades can make it max out at one activity per tick. Great! Each Overclocker also increases the maximum number of M/S. When not processed, it automatically loses M/S unless the Redstone signal is applied. It has voltage LV. Rotary Macerator The Rotary Macerator is a Macerator with benefits. It has a second slot, which can be used for more ad space or for modification tools. Amendments help with processing. They are: Just like a Centrifuator Extracter, the Spinning Macerator needs to build RPM to operate efficiently. If it reaches 7500 RPM, it can handle a real item, really quickly. It takes voltage LV. Ind indision oven is a super efficient / super fast electric furnace. It can handle 2 items at once, saving a lot of EU. It needs to build heat, and without it is HORRIBLE. With 100% heat, it works extremely quickly. Apply redstsone signal to keep heat. Unlike other advanced machines, it has no slots to upgrade. It takes MV/LV voltage. Singly Compressor The peculiar compressor is a faster compressor. It needs to build PSI, and at 75,000 it goes crazy fast. Without a Redstone signal, PSI will be lost in seconds. It takes voltage LV. Teleporter The Teleporter teleporter teleporter moves you over a super long distance in really short periods of time. It's useful in many ways! Although, teleporter can only be provided by an adjacent EU storage orange dot towards its face, not a cable. To link two Teleporters (a solitary Teleporter would be useless), aFrequency Transmitter must be used. The Redstone signal will then activate the Teleporter. Teleporters use EU-based distance teleporter targeting and the ad space size of the (player) body. A Ender Chest can be used to reduce part of an physical's inventory. An MFSU is recommended as it hosts more EU means longer distances and full inventory shifts. Batboxes can be used, however it can only be used to shift a very short distance at a near empty inventory. The Recycler Recycler destroys the tool and makes scrap. Why? Recycler only has LV voltage, although it has upgrades. Yay! Recycler almost everything. It doesn't take Glass Panes, Snow Balls or Scaffolding. Mass Fabricator The Mass Fabricator is a super expensive gadget machine. When given 1 million EU, it produces UU-Matter; A very important material to make QuantumSuit Armor, as well as most other Vanilla Blocks in the game. It supports the EU up to high voltage, making it ideal for mass eu settings. Feeding it Scrap in the bottom slot reduces the amount of EU needed to 166,666EU per UU-Matter, which makes mass recycling-recycling combinations very useful. When given a Redstone signal, it halted production. It must be removed with a cane. It has no upgrades. Oil fabricator The oil fabricator, like mass fabricator, produces stuff with the EU. Instead of UU-Matter, Oil Fabricator consumes 49,600 EU to create a bucket of oil, used in buildcraft mods. It is also possible to cond condate oil to make EMC very quickly. The oil fabricator oil oil into an adjacent tank or waterproof pipe. The oil fabricator must be removed with a flagpole, and does not allow upgrades. Lava Fabricator The Lava Fabricator makes buckets of lava, using 55,000 EU. It inputs into an adjacent tank or waterproof tube. It must be removed with a cane. Upgrades cannot be included in Lava Fabricator. Unlike most machines, Lava Fabricator has no set voltage: instead, it can only take in 250 EU/t, regardless of package size. Terraformer The Terraformer does what it sounds like: it changes the world around it. It changes blocks within a radius of 8-Chunk (96 Blocks), using several types of TFBP. While Terraformer can run on 1 EU/t, it completes work based on total capacity (such as Mass Fabricator). Therefore, it is recommended to use a high-end EU generator to create fast terrain. It takes in the HV voltage. Terraformer is customizable with TFBPs; Each TFBP can do different effects on the landscape, from flourishing plants to wasteland. The amount of EU required on TFBP is used. Unlike most machines, a Terraformer with a TFBP inside, when right-clicked with a Yellow Flag, will first drop the TFBP. A second right click will result in the Terraformer being removed. Tesla Coil Coil Tesla, when activated by the Redstone signal, will electrocut anything within a 4-block radius, almost killing anything in its path. While it consumes only 2 EU/t, it can knockout an unarmored player in an instant. The shock even passes through the blocks! It can only lose MV/LV voltage; it must be removed with a cane. In combination with Wireless Redstone, it becomes a deadly weapon. Nuclear reactor nuclear reactors are an AWESOME way to make power! They make a whopping 2048 EU/t (but only if done right)! Unfortunately, with great rewards comes great risks, and that is certainly the case with the reactor. They can explode terribly, create a nuclear crisis! We definitely don't want that! --NUCLEAR REACTOR WARNING IS FOR EXPERIENCED TEKKIT PLAYERS - Like the Real World, Reactor Cause is a very complex system of blocks working together to make large amounts of electricity! While the basics of using the reactor (sometimes called Nuclear Weapons) will be explained, it is recommended to on the corresponding pages, or to check out this handy guide on setting them up. However, let's dive into the world of Nuclear Weapons! Before we can start making these great contraptions, a lot of resources are needed. It should have most (if not all) of the end game machine IndustrialCraft, to speed up production. Like real-world reactors, IC2's reactors are uranium-powered. The player can mine uranium ore, but before using it must be processed into refined uranium. A peculiar compressor can also be used, which can speed up the process. Once the player has obtained refined uranium, it must be used as fuel (to power the reactor). This fuel is called uranium cells Now, the player has the necessary fuel, the main machine must be built. Mechanical basic reactors (Heat and Cooling) All nuclear reactors, regardless of their size, require a nuclear reactor (also known as the Reactor Core). Some of these materials (especially advanced alloys and advanced circuits) require a lot of material. A s large EMC bank is recommended before the reactor is built. This reactor will be the main generator in this setting. If the reactor receives a Redstone signal, it is turned off. We can stop here, and insert a uranium cell into the reactor. It will start producing energy, but it can explode! Let's do some sort of regulation, through the Heat Monitor: A very important mechanism for players to understand is heat; the reactor accumulates heat because it is burning uranium cells. If the reactor overheats, it explodes! That's why we have thermal monitors. Placing it on the reactor will allow it to measure the heat output of the reactor. Players can change the heat limit to the Screen; exceeding the limit sends out a Redstone signal, which when directed back to the reactor, causes it to shut down. Players must attach Redstone dust/red alloy wire away from the screen back towards the reactor. Not doing so will not give Redstone a signal. When the flashing reactor turns on/off, it will never overheat and explode. Another way to deal with reactor heat is to cool it down. Around the reactor with water/ice will cool it down, as well as pumping in Ice and Snow. IC2 introduces Coolant Cell, much more efficient. Placing it inside the reactor will reduce the heat level of the reactor, as the Coolant Cell will lose its power. Cooling cells regain their electricity while inside the reactor, but it loses more electricity than profits while the Reactor is active. Voila! The basics of a nuclear reactor are covered! Now, into the hard things! Reuse, Minimize, Recycle Once you finish using a uranium cell, it's gone! That's not good! Sometimes, you can get a near-depleted uranium cell, which can turn into a depleted iso iso isoocyte! You can also create a near-depleted uranium cell (explained later). Now that you've got a depleted isoe cell, you can turn it into a re-enriched uranium cell! Except, there's a twist: you have to heat the heat up in the nuclear reactor. Like putting uranium cells into the reactor, you have to put iso isotic cells in the reactor, until it becomes fully charged. Now you have a re-enriched uranium cell! Let's turn that back to regular uranium: Woohoo! Hooray for recycling! Once you get an advanced reactor up and running, using less uranium is super duper useful. Upgrade! (Chambers, Advanced Cooling) Now, you may have noticed that the nuclear reactor is quite small. Fearless, you can add more positions! Each reactor chamber you add increases the storage capacity of the reactor, with up to six chambers (one for each side of the block). With these amazing upgrades, you'll need more great components. -Work in Progress- (that's it for now, will come back later) Other useful links and pages Although you've read this tutorial, there's always more to learn. See a few more in-depth pages to guide you on your journey. IndustrialCraft2 Links Other Mods For all wiki pages of these mods, make sure that the information you are viewing is relevant to the version of Tekkit Classic in use; RedPower2 and Computercraft have made huge updates after 1.2.5. 1.2.5.